

ULP1-07

SPYDER'S QUEST

A One-Round D&D Living Greyhawk®
Principality of Ulek Regional Adventure

by Zivan Denney

Hired by the enigmatic man know as Spyder. You search the northern province of Ironhelm for signs of large man killing spiders. An adventure for character levels 1-6.

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This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Keep in mind that you must have at least four players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than seven players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rule books during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this

text is general and must be adapted to the specific situation or to actions of the player characters.

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.

Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.

Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK Adventure. As a Living™ adventure, it is expected that players will bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, a character sheet, and a LIVING GREYHAWK log sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the *LIVING GREYHAWK Gazetteer*.

Living Greyhawk Tier Structure

Because players bring their own characters to LIVING GREYHAWK campaigns, this adventure is tiered. Basically, the challenges in this adventure are proportioned to the average character level of the characters participating in the adventure. To determine the tier that you will use to run this adventure, add the character levels of all the characters. In addition, add the levels of any cohorts or animals according to the values on their certificates. Cross-reference the total and the number of players participating in the game using the chart below to determine the tier used for this adventure.

	<u>4 players</u>	<u>5 players</u>	<u>6 players</u>	<u>7 players</u>	<u>Lvl Cap</u>
T1:	4-12	5-13	6-14	7-15	4 th
T2:	13-22	14-24	15-26	16-28	6 th
T3:	23-32	25-35	27-38	29-41	8 th

The level cap indicated is the highest level of character allowed to play this adventure. Characters of levels higher than the highest level shown for the highest tier cannot be played.

Is it a Full Moon?

Since the hazards of lycanthropy are a current part of the LIVING GREYHAWK campaign, it may be necessary to determine if this adventure takes place during a full moon. For game purposes, the full moon lasts three days of each month. For a given scenario that does not state the phase of the moon, roll 1d10 before play begins. On a result of 1, the first day of the scenario is a night of the full moon (roll 1d3 to determine where in the sequence of three nights it falls).

Lifestyle

At the beginning of every scenario, each PC is required to pay upkeep costs matching the level of lifestyle they wish to maintain. The lifestyles, and the effects that each has on play, are:

Destitute: You have no living space, and must carry all your gear everywhere. You eat poor quality food. You wear a peasant outfit, your only change of clothes.

Poor: You sleep in poor accommodations, and eat poor quality food. You wear a peasant outfit, and have two sets of clothing.

Common: You have common lodgings, and eat common quality food. You have normal clothing for your profession (adventuring); nothing fancy. You probably have two or three sets of clothing.

High: You stay in good quality lodgings, and eat good quality food. You wear anything in value up to courtier's outfits, and generally buy a new set of clothing every two weeks.

Luxury: You have luxurious accommodations (twice the cost of good accommodations), and you eat excellent foods. You can throw a banquet for your friends every day, and frequently do. You wear clothing up to the value of noble's outfit, and buy a new set of clothes every week.

Lifestyles come with bonuses or penalties to Diplomacy, Intimidate, Disguise, and Bluff skill checks. These penalties, shown below, should be applied at the DM's discretion, and can sometimes backfire—for example, a PC with a poor lifestyle would not have a penalty when talking to a beggar, but would when talking to a city official. A PC with a high lifestyle should have a penalty when dealing with a group of street thugs, where a PC with a destitute lifestyle might not.

DMs are encouraged to role-play these reactions whenever possible.

Lifestyle	Cost	Skill Modifier
Destitute	14 sp	-2
Poor	43 sp	-1
Common	12 gp	0
High	250 gp	+1
Luxury	500 gp	+2

ADVENTURE SUMMARY AND BACKGROUND

This is the seventh scenario for the Principality of Ulek in the RPGA Living Greyhawk Campaign. Some of the general background information includes:

While the Principality of Ulek is ruled by a dwarf, and all of the nobles are dwarves, it consists of more humans than any other race.

The Principality of Ulek is presently at war with the Pomarj. While there has not been a major battle in some time, the territory east of the hills is currently contested, and a large number of the Principality of Ulek's residents have been forced to flee their homes due to the humanoid invaders of the Pomarj. The Pomarj is a humanoid state, composed mainly of orcs, goblins and the like.

Relatively few elves are native to the Principality of Ulek, and due to Queen Yolande of Celene's refusal to send succor to the Prince during the Greyhawk Wars some anti-elf sentiment exists in the nation.

Half-orcs are, at best, treated as second-class citizens, and, in many instances, treated much worse. They are openly treated with disdain.

Gnomes, humans, and halflings are native to the Principality of Ulek, and are treated well.

This scenario introduces the Suss Forest and one of its inhabitants into the plot line of the Principality of Ulek. Also the Earth Dragon Cult is introduced along with the new regional Halfling Slinger Prestige class (currently under review).

The Earth Dragon Cult is searching the Suss Forest for the ruins of a Suel city said to hold wealth and magic in it. While searching through the Suss a group of them slaughtered a small group of aranea. The one surviving aranea, who has the alternate form of a dwarf, is tracking down and killing anyone who belongs to the Cult of the Earth Dragon, to avenge his family and friends. He has been tracking down small groups of them. This group is just another of his targets. They are in the northern province of Ironhelm looking for information about the Suel city and the inhabitants (aranea, ettercap, and the other creatures that live in the forest) of the Suss. They have heard that a gnome (Locc Bloomgem from *Downward* (ULP1-04)) has a great library and knowledge about the Suss. They have yet to find out who he is or where he lives, as they have had little time with the aranea hunting them.

Spyder hires the adventurers to find the spider that is killing men, but he knows there is more to it, and why. He just needs confirmation that the aranea is killing only the Cult of the Earth Dragon's worshippers and priests. He has a vendetta against them as well, and is looking to find some one to help fight them. The PCs then travel from Treehome toward the village of Smalldale. They are attacked by a group of bandits along the way. The bandits are only a small group of a much larger mercenary/bandit group who left the Disputed Territory to find food and money. As the PCs begin traveling again they see the aranea attacking four men in brown robes. These men are Earth Dragon cultists claiming to be monks. If the PCs save the monks, they will ask that the PCs escort them to the nearest village, which happens to be Smalldale. Along the way bandits attack them again. They finally make it to the village and the monks take leave of the PCs. The next day while wondering around the shops gathering information a Halfling Slinger asks for the PCs help in rescuing a girl whom bandits outside of the village are currently kidnapping. T'gormar, the Aranea in his dwarven form, is challenging the bandits as the PCs charge forward. After the battle T'gormar informs the PCs a little about himself and leaves the PCs. While sitting in the tavern later that day the monks ask for the PCs help in killing the spider that is hunting them. After the PCs accept the money or decline the offer, T'gormar enters the tavern challenging the monks and then attacks. Depending on how the PCs react will determine the outcome of the combat. Afterwards Spyder appears and rewards the PCs if they were successful.

PLAYER INTRODUCTION

A boy with an uncanny knack for finding people delivers a note to you. The note states "Meet me at the Badgers Refuge Tavern and Inn in the village of Treehome in five days three hours after dusk for a job. Spyder"

Allow the party to decide what they are going to do then continue.

Your trip to the village of Treehome is rather boring and uneventful. Finally you arrive and secure yourself a room in the Badgers Refuge Tavern and Inn, and you await your meeting with the enigmatic man known as Spyder. On the eve of the meeting you sit in the tavern room and notice several adventuring types around the room.

Allow the players to describe and introduce their characters.

In blinks a human male dressed in silk black clothes with a cloak that resembles a large spider web. Tattooed around his left eye is a spider web. On his left hand is a black ring that has been crafted to look like a spider with two dark red ruby eyes. Around his neck is an amulet that looks like a spider and its web. He looks at your group and nods his satisfaction. "Thank you for coming on such short notice. What I need you to do for me is to find information on a variety of spider that has been hunting down men in a way that indicates intelligence."

Spyder then answers any questions the PCs may have, but he leaves out some info. Spyder already knows that the spider is an aranea and that it seems to be killing only Earth Dragon cultists but he is not sure why and will not tell the PCs this information. What he will tell them is that it has been hunting down men in the northern province of Ironhelm and that they should try looking for information in the halfling village of Smalldale. He tells the PCs that he has some business in Treehome and won't be able to follow up on the leads himself for the time being. If asked about payment, he answers that they will be handsomely awarded. If the PCs insist he tell them he will give them six potions of cure light wounds. After the PCs accept he blinks away.

See Appendix 3 for Spyderys stats.

ENCOUNTER 1: OPENING BATTLE

Your trek along the small trail brings you into the province of Ironhelm. As you enter the province the day turns out to be fairly miserable. Rain and dark clouds begin to make it a very uncomfortable trek what with the muddy ground and all, until you notice some menacing figures waiting for you.

The bandits have been driven out of the Disputed Territory due to the lack food and money that can be gained there. So they, and many other bandits, have been moving into the Principality of Ulek with more frequency. This small group of bandits is part of a larger one that is being run be a mercenary company. They attack from surprise first, and then hope to loot the bodies of their victims. The bandits attempt to

flank the PCs thus getting their sneak attack bonus. Those PCs who make a Spot (DC 14) or Listen (DC 16) check will not be surprised by the bandit attack.

Tier 1 (EL 3)

➤ **Bandits, male human Rog1 (4):** Medium-size Humanoid (human); HD 1d6+2; hp 8; Init +7 (Dex, Improved Initiative); Spd 30 ft.; AC 15 (Touch 13, Flat-footed 12); Atks +1 melee (1d8+1/19-20, long sword), +3 ranged (1d8/19-20, light crossbow); SA sneak attack +1d6; AL CN; SV Fort +2, Ref +5, Will +3; Str 12, Dex 16, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Escape Artist +2, Hide +7, Jump +5, Listen +5, Move Silently +7, Read Lips +2, Search +4, Spot +5, Tumble +7; Improved Initiative, Iron Will.

Possessions: leather armor, long sword, light crossbow plus 5 bolts.

Tier 2 (EL6)

➤ **Bandits, male human Rog1 (7):** Medium-size Humanoid (human); HD 1d6+2; hp 8; Init +7; Spd 30 ft.; AC 15 (touch 13, flat-footed 12); Atks +1 melee (1d8+1/19-20, long sword), +3 ranged (1d8/19-20, light crossbow); SA sneak attack +1d6; AL CN; SV Fort +2, Ref +5, Will +3; Str 12, Dex 16, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Escape Artist +2, Hide +7, Jump +5, Listen +5, Move Silently +7, Read Lips +2, Search +4, Spot +5, Tumble +7; Improved Initiative, Iron Will.

Possessions: leather armor, long sword, light crossbow plus 5 bolts.

Tier 3 (EL8)

➤ **Bandits, male human Rog2 (9):** Medium-size Humanoid (human); HD 2d6+4; hp 14; Init +7 (Dex, Improved Initiative); Spd 30 ft.; AC 15 (Touch 13, Flat-footed 12); Atks +2 melee (1d8+1/19-20, long sword), +4 ranged (1d8/19-20, light crossbow); SA sneak attack +1d6; SQ Evasion; AL CN; SV Fort +2, Ref +6, Will +3; Str 12, Dex 16, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Climb +2, Escape Artist +2, Hide +8, Jump +8, Listen +6, Move Silently +8, Read Lips +2, Search +5, Spot +6, Tumble +10; Improved Initiative, Iron Will.

Possessions: leather armor, long sword, light crossbow plus 5 bolts.

ENCOUNTER 2: SPIDER HO!

After finishing with the bandit scum. You continue on along the road toward the village of Smalldale. Up ahead you see a strange site. A large spider is accosting some men in brown robes. It seems to have covered them in a web and is now starting to climb on top of the heap of them barring its mandibles.

The combat is taking place 400 feet from the PCs. With a successful Spot (DC 21) check venom can be seen

dripping from the spider's mandibles. The aranea (spider) will stop and wait to see what the PCs do before it continues its attack on the men under the webs. If the PCs run forward or attack from range the aranea will run off at top speed away from the party entering a copse of trees to loose them and if need be, cast invisibility on itself. If the PCs wait or leave the aranea will continue its attack upon the men. If the party does nothing to prevent this it will kill all of them, ending the scenario prematurely. Also if the party attacks or confronts the monks because of detecting evil upon them or any other reason this will also end the scenario prematurely. Remember that a paladin attacking a NPC without provocation is not a good act. Go to Encounter Three then Ending A.

If the men are saved, they thank the PCs, introduce themselves and ask for their help in reaching the nearest town. They introduce themselves as Maroof, Eindrini, Sigurd, and Nazar; claiming to be monks out traveling the world in search for lost lore on the Suss Forest. They are looking for a gnomish sage (Locc Bloomgem) said to live in the Principality of Ulek whom has extensive knowledge on the Suss Forest and its history and inhabitants. If the PCs tell the monks about the Locc, they seem very pleased and will continue to ask more questions about him (such as where is currently at, etc.). The monks are actually Earth Dragon Cultists. If the PCs ask them about the spider they will say that it has been hunting them, but they thought they had lost it and there not sure why its after them.

ENCOUNTER 3: BANDITS AGAIN!

As you continue along the road toward Smalldale when suddenly...

The PCs can make a Spot (DC 15) check to see the men in the bushes before they fire arrows at the party. The bandits have been trained to fight so they will use good tactics. They will use flanking and ranged attacks at any opportunity.

Please note that the EL ratings are higher then the norm due to the PCs having the opportunity to be traveling with the four men (Earth Dragon Cultists) from the previous encounter.

See Appendix 1 for stats of the Earth Dragon Cultists.

Tier 1 (EL 6)

➤ **Bandits, male human Rog1 (8):** Medium-size Humanoid (5 ft. 8 in. tall); HD 1d6+2; hp 8; Init +7; Spd 30 ft.; AC 15 (touch 13, flat-footed 12); Atks +1 melee (1d8+1/19-20, long sword), +3 ranged (1d8/19-20, light crossbow); SA sneak attack +1d6; AL CN; SV Fort +2, Ref +5, Will +3; Str 12, Dex 16, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Escape Artist +2, Hide +7, Jump +5, Listen +5, Move Silently +7, Read Lips +2, Search +4, Spot +5, Tumble +7; Improved Initiative, Iron Will.

Possessions: leather armor, long sword, light crossbow plus 5 bolts.

Tier 2 (EL8)

🗡️ **Bandits, male human Rog2 (8):** Medium-size Humanoid (human); HD 2d6+4; hp 14; Init +7; Spd 30 ft.; AC 15 (Touch 13, Flat-footed 12); Atks +2 melee (1d8+1/19-20, long sword), +4 ranged (1d8/19-20, light crossbow); SA sneak attack +1d6; SQ Evasion; AL CN; SV Fort +2, Ref +6, Will +3; Str 12, Dex 16, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Climb +2, Escape Artist +2, Hide +8, Jump +8, Listen +6, Move Silently +8, Read Lips +2, Search +5, Spot +6, Tumble +10; Improved Initiative, Iron Will.

Possessions: leather armor, long sword, light crossbow plus 5 bolts.

Tier 3 (EL9)

🗡️ **Bandits, male human Rog2 (12):** Medium-size Humanoid (human); HD 2d6+4; hp 16; Init +7; Spd 30 ft.; AC 15 (Touch 13, Flat-footed 12); Atks +2 melee (1d8+1/19-20, long sword), +4 ranged (1d8/19-20, light crossbow); SA sneak attack +1d6; SQ Evasion; AL CN; SV Fort +2, Ref +6, Will +3; Str 12, Dex 16, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Climb +2, Escape Artist +2, Hide +8, Jump +8, Listen +6, Move Silently +8, Read Lips +2, Search +5, Spot +6, Tumble +10; Improved Initiative, Iron Will.

Possessions: leather armor, long sword, light crossbow plus 5 bolts.

- The sage known as Locc is extremely old but quite knowledgeable. (True)
- It has been said that strange dwarves lurk in the dark hours of the night but no one knows what they seek. (True)
- Rumor has it that Prince Olinstaad Corond is sick. (True)
- Agents from the Pomarj still lurk within the cities of the Principality of Ulek. (True)
- The Suss Forest is an evil forest filled with giant spiders and the like. (Unconfirmed)
- There is a temple to a long forgotten deity in the Suss Forest. (Unconfirmed)
- The followers of the Earth Dragon are secretly planning to assassinate the Prince. (False)
- Bandit activity in the northern provinces of the Principality of Ulek has increased due to the decrease in food in the Disputed Territory. (True)
- A mercenary band from the disputed territory is behind the bandit activity in the Principality of Ulek. (True)
- A large spider has been hunting humans for sport. (False)

You spend the night peacefully and awaken to the smells of breakfast and the bustling of the shopkeepers opening their shops. Perhaps the locals know something about the spider that attacked the monks. Or perhaps you could glean some information about the bandits that seem to be plaguing the countryside.

Let the PCs wonder around the village for a while. They may purchase equipment and weapons at various locations in the village. See the individual descriptions to find out what is available.

ENCOUNTER 4: VILLAGE PEOPLE

After your second battle with the roaming bandits, you feel in need of a rest and so do your new companions. After a short trek you can see the bustling little village of Smalldale. You can see that the shops have just closed but the site of the inn and tavern is still bustling with activity. After entering the inn the monks ask for a room and take their leave of you thanking you for helping them back to the village.

Allow the PCs to spend time role-playing and asking questions in the inn before you continue.

Also, any PC who uses the Gather Information has the opportunity (DC 10) to learn of some gossip. For every three ranks a PC has, allow them an extra roll for a successful check (re-roll any duplicates):

The Jovial Juggler Inn and Tavern

This is the largest building in the village and accommodates both people of all sizes. It looks to be a well-made building with a lively tavern area. Each night Welby performs for the crowd. The proprietor, Lebelia, is a widow who has three waitresses/maids, a cook, an entertainer, and a stable boy. See DM Aid 1 for map of the tavern.

The meals are of ample proportions and some of the finest available in the northern province of Ironhelm.

🧝 **Lobelia** (female halfling Com3; Bluff +5, Climb +4, Hide +4, Jump +3, Listen +5, Move silently +4, Profession (proprietor) +3, Sense Motive +5, Spot +5) proprietor

Description: Lobelia has an elf-like look to her that gives her an exotic look. She typically dresses in green and red colored dresses.

☞ **Verbina, Peony, Seraphina** (female halfling Com1; Climb +6, Hide +4, Jump +3, Listen +5, Move silently +4, Profession (waitress) +3, Spot +2) waitress

Description: The waitresses wear white and purple dresses that are their uniforms.

☞ **Eldon** (male halfling Com2; Climb +2, Craft (cooking) +5, Listen +2, Spot +1) cook

Description: Eldon is fat even for a halfling. He wears a cooks apron over a bright red shirt and black pants.

☞ **Hassan** (male human Com1; Climb+2, Jump +3, Profession (stable boy) +3, Ride +2) stable boy

Description: Hassan is baklunish and has just started as the stable boy and looks to be in need of the money. He wears a dingy white shirt and brown breeches.

☞ **Welby** (male halfling Com2; Balance +4, Climb +2, Listen +2, Perform +3, Profession (juggler) +5, Spot +1, Tumble +4)

Description: Welby dresses in the most outlandish colors with clashing colors. His favorites are purples and reds as it makes him very visible.

Brother's Forge

The Brothers forge is a weapons and armor shop with a forge located behind the main shop. The main building is very worn and in need of some repair. These dwarven brothers are excellent craftsmen. PCs may purchase any simple or martial metal weapon and any metal armor from the shop. Neither masterwork nor silver items can be purchased here.

The brothers have no idea why the bandits are in the area but suspect something has happened in the Pomarj to cause these men to travel outside of the Disputed Territory. They think the spider stories are nonsense.

☞ **Liftar, Morto** (male dwarf Exp2; Climb +2, Craft (blacksmithing) +7, Listen +2, Spot +1)

Description: The brothers are an exact match except for Liftar has brown eyes and Morto has green eyes. Their hair and beards are an inky black and they dress in black shirts and pants covered with leather aprons.

Pastries Galore

A halfling couple, Snorri and Raisa, runs this bakery. The building has a large window in the front to display the breads and cookies. The smell of honey wheat bread is always the first odor to assault patrons who enter. The baked goods are good and they supply the tavern with all of its baked goods.

The couple has no idea why the bandits are in the area but are afraid they will eventually attack the

village. As for intelligent spiders, they are known to live in the Suss Forest but why one would leave its forest home is unknown.

☞ **Snorri** (male halfling Com2; Climb +2, Craft (cooking) +5, Listen +2, Spot +1) baker

Description: Snorri has brown hair and brown eyes. He wears all white while working in the shop.

☞ **Raisa** (female halfling Com1; Climb +6, Hide +4, Jump +3, Listen +5, Move silently +4, Profession (cooking) +3, Spot +2) baker

Description: Raisa has very pretty strawberry hair and green eyes. She typically wears dresses with flowers on them. Sunflowers are her favorite.

General Store

Hap runs the general store and is always happy to help adventuring types in need of equipment. The store is a green and yellow building that is bristling with activity during the day. Halfling children hang out around the store in the hopes that someone will buy them some candy (1 cp). The PCs can purchase anything from table 7-7 and 7-8 in the Player's Handbook.

Hap doesn't have a clue why the bandits are around but he hopes his next shipment of items isn't waylaid. Spiders scare Hap; he will have the look of someone terrified if someone mentions large spiders to him. All of the residents made a point not to mention anything about spiders to him.

☞ **Hap** (male halfling Com2; Climb +2, Craft (cooking) +5, Listen +2, Spot +1)

Description: Hap is always seen as happy. His smile could disarm an ogre or at least that's what everyone says. He has blond hair and blue eyes. He mostly wears light brown shirts and pants while in his store.

Flinn's Kennel

Flinn is well known in these parts as one of the best dog trainers. He has trained dogs for the army as war dogs and riding dogs. He currently has one riding dog trained for war, for sale. Flinn will sale the dog for 200 Gold Forge (gp). Flinn has a small building run down building with a set of cages and a fenced in area for his dogs out back.

☞ **Flinn** (male halfling Exp2); Animal Handling +6, Climb+2, Jump +3, Profession (trainer) +6, Ride +4) trainer

Description: Flinn is a rugged looking halfling. He wears brown shirts with black pants. He wears a brown patch over his right eye. His other eye is a deep blue and he has black hair.

ENCOUNTER 5: SLINGER SPEAKS

After the PCs have had a chance to do go around the village (Encounter Four), continue with the following:

As midday approaches, you see a halfling dressed in black studded leather running straight at you. He stops, catches his breath and begins pleading, "Bandits have attacked a wagon outside of town injuring a farmer and kidnapping a young girl. Seraphina from the inn said you looked like heroes and that you could help me. Please come with me!"

As the PCs travel out of the village Bechir introduces himself as a member indicating that he is a Halfling Slinger (a regional prestige class). He tells the PCs he is stationed in the village because of the increase in bandit activity. He also informs the PCs that something big must have happened for this many mercenaries turned bandits to have moved into the Principality of Ulek this deep.

See Appendix 2 & 3 for stats on T'gormar and Bechir. See DM Aid 2 for map of encounter.

You pass the wagon as the injured farmer waves you on. "Help the dwarf save my daughter, he can't do it alone." Up ahead you see what looks to be a massacre if the dwarf isn't helped soon.

Tier 1 (EL 6)

➤ **Bandits, male human Rog1** (8): Medium-size Humanoid (human); HD 1d6+2; hp 8; Init +7; Spd 30 ft.; AC 15 (touch 13, flat-footed 12); Atks +1 melee (1d8+1/19-20, long sword), +3 ranged (1d8/19-20, light crossbow); SA sneak attack +1d6; AL CN; SV Fort +2, Ref +5, Will +3; Str 12, Dex 16, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Escape Artist +2, Hide +7, Jump +5, Listen +5, Move Silently +7, Read Lips +2, Search +4, Spot +5, Tumble +7; Improved Initiative, Iron Will.

Possessions: leather armor, long sword, light crossbow plus 5 bolts.

Tier 2 (EL 8)

➤ **Bandits, male human Rog2** (8): Medium-size Humanoid (human); HD 2d6+4; hp 14; Init +7; Spd 30 ft.; AC 15 (touch 13, flat-footed 12); Atks +2 melee (1d8+1/19-20, long sword), +4 ranged (1d8/19-20, light crossbow); SA sneak attack +1d6; SQ Evasion; AL CN; SV Fort +2, Ref +6, Will +3; Str 12, Dex 16, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Climb +2, Escape Artist +2, Hide +8, Jump +8, Listen +6, Move Silently +8, Read Lips +2, Search +5, Spot +6, Tumble +10; Improved Initiative, Iron Will.

Possessions: leather armor, long sword, light crossbow plus 5 bolts.

Tier 3 (EL 9)

➤ **Bandits, male human Rog2** (12): Medium-size Humanoid (5 ft. 8 in. tall); HD 2d6+4; hp 16; Init +7; Spd 30 ft.; AC 15 (touch 13, flat-footed 12); Atks +2 melee (1d8+1/19-20, long sword), +4 ranged (1d8/19-20, light crossbow); SA sneak attack +1d6; SQ Evasion; AL CN; SV Fort +2, Ref +6, Will +3; Str 12, Dex 16, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Climb +2, Escape Artist +2, Hide +8, Jump +8, Listen +6, Move Silently +8, Read Lips +2, Search +5, Spot +6, Tumble +10; Improved Initiative, Iron Will.

Possessions: leather armor, long sword, light crossbow plus 5 bolts.

A dwarf stands in the road 60 feet ahead of the bandits blocking the way up the road. The bandits are about 60 feet away from the PCs when the combat starts. See DM Aid 2 for the map. With the help of Bechir and T'gormar, the PCs should have no problem defeating the group of bandits. If the combat goes badly the bandits will use the young girl as a hostage.

➤ **Olya** (female human Com1; Climb +4, Jump +3, Listen +5, Spot +2) young girl

Description: Olya is a young halfling girl with black hair and blue eyes. She is dressed in a pale blue dress.

After the battle Bechir gives the PCs, preferably a halfling, 25 halfling skiprocks as thanks for their help in the battle.

ENCOUNTER 6: DWARVEN DEEDS, DONE DIRT CHEAP

Returning back to the village you talk with the dwarf who threw himself in the path of the bandits.

T'gormar, the areana currently in dwarf form, introduces himself as well as tells the PCs that he is on a blood oath mission to avenge his family. If asked to go into more detail he will decline stating that it is a personal mission. He talks about the increase in bandit activity he has seen in his travels, which he says is due to an organized force in the Disputed Territory that has been driving the human mercenaries out of the area. If asked about the spider that has been hunting men in the northern portion of the Principality of Ulek, T'gormar informs the PCs that it only kills members of an evil cult, or so he has heard in his travels. T'gormar takes his leave of the party as they enter the village.

ENCOUNTER 7: TEMPTING THE GREEDY

Since you missed your midday meal due to the excitement of the day. You head to the Jovial Juggler Tavern and Inn for some food and good drink. You enter the tavern room, noticing few people currently here at this time. The proprietor, Lobelia, and a serving girl are present. As you sit down the serving girl asks for your order and hurries off to the kitchen.

Shortly after the serving girl leaves the PCs, the monks they helped the previous day enter the tavern. They sit at a table talking to one another and looking your way every once in a while. Allow the PCs to make a Listen check (DC 10) to over hear their conversation. The monks are talking about asking the PCs for help. After a short discussion they get up and come over to the PC's table. They offer the PCs 200 gold pieces to help them kill the spider if it comes after them again. Go to Encounter 8 after the PCs accept the money to help them or decline the offer.

ENCOUNTER 8: WHOA! HE'S THE SPIDER?

All of the sudden the monks get nervous as T'gormar steps through the door. He surveys the room sees the monks then speaks, "These men owe my family and I a great debt, one that only blood can satisfy." With that his form shifts to that of a hybrid dwarf-spider creature.

The PCs have three options when the combat starts.

- They can help the monks who will attack the PCs as soon as T'gormar is dead.
- They can help T'gormar fight the monks. He will thank the PCs and leave the possessions that the monks have to the PCs.
- The PCs could just stand back and watch the combat. If T'gormar wins the fight, he takes all of the monks possessions, including the money, if the PCs did not take accept it. If the monks win the fight, they attack the PCs after defeating T'gormar.

See Appendixes 1 and 2 for stats of the Earth Dragon Cultists and T'gormar.

Use the appropriate ending based on the results of this encounter. The possible endings are:

Ending #B: PCs help monks, kill T'gormar,

Ending #C: PCs help T'gormar, kill monks.

Ending #D: PCs help T'gormar but he dies anyway.

Ending #E: PCs do nothing, monks kill T'gormar.

Ending #F: PCs do nothing, T'gormar kills monks.

CONCLUSION

On the player's Log Sheet, please note which ending you have used for them so this information can be used in the future.

Ending A:

You think about watched the spider kill all four of the men in brown robes then grab up a few items off of their bodies. It finally ran off at a speed you could never keep up with.

You continue your trek to the Smalldale. As you get closer you see Spyder, the man who had hired you to find information about the spider creature. "I sense you have some bad news for me."

Spyder lets the PCs explain what happened then seem upset that they didn't find out more information about it.

"While you didn't complete your task for me, I'm sure you can repay the debt to me one day." With a quick turn he vanishes in a blink, leaving you.

Spyder gives the PCs nothing for their minor aid in this mission, since they did so little.

Ending B:

As you stand there over the dead bodies of the monks who just turned on you after killing T'gormar, a shadow appears in the door. Spyder the man who hired you enters the room bends down and picks up the body of T'gormar. "I was hoping you would kill the cultists and save the aranea." He then vanishes in a blink before you eyes.

Spyder gives the PCs nothing for the role they played in this mission, as the PCs failed in their mission for him.

Ending C:

As T'gormar walks out of the tavern a shadowy figure appears beside you. Spyder steps forward and hands you a small bag, "Your reward for your help. Now if you will excuse me." With that, he vanishes in a blink before your eyes.

The PCs are given six potions of cure light wounds (cast at 1st level). Also, PCs with the Debt to Spyder (from Tomb Raiders (ULP1-05) will have repaid one debt to Spyder. This repayment should be written and signed by the judge on the both player's Log Sheet and on the back of the cert itself.

Ending D:

As you stand the dead bodies of the monks, a shadow appears in the door. Spyder, the man who hired you, enters the room. He hands you a small bag, then bends down and picks up the body of T'gormar. "Thank you

for your effort." He vanishes in a blink before your eyes.

The PCs are given six *potions of cure light wounds* (cast at 1st level).

Ending E:

As you stand there over the dead bodies. A shadow appears in the door. Spyder, the man who hired you, enters the room. He drops a small bag on the floor and then bends down and picks up the body of T'gormar. He vanishes in a blink before your eyes with the body of T'gormar without a single word uttered.

The PCs are given six *potions of cure light wounds* (cast at 1st level).

Ending F:

As you stand there over the dead bodies of the monks. A shadow appears in the door. Spyder, the man who hired you, enters the room. "At least the aranea isn't afraid of Earth Dragon cultists." He drops a small bad onto the floor, then vanishes in a blink before your eyes.

The PCs are given six *potions of cure light wounds* (cast at 1st level).

The End

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the discretionary roleplaying experience award. The roleplaying award should be given for consistent character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters.

Award the total (objectives plus roleplaying) to each character.

Encounter 1

Defeating the bandits 75 xp

Encounter 2

Saving the monks from dying 25 xp

Encounter 3

Defeating the bandits 75 xp

Encounter 4

Seeking information about the spider 25 xp

Seeking information about the bandits 25 xp

Encounter 5

Defeating the bandits 75 xp

Saving Olya 50 xp

Encounter 8

Helping T'gormar defeat the monks 100 xp

Total experience for objectives 450 xp

Discretionary role-playing award 0-50 xp

Total possible experience 500 xp

Treasure Summary

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

- The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
- Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.
- Theft is against the law, but may be practiced by some player characters. Items which are worth more than 250 gp that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.
- Any item retained according to these rules, which does not have a certificate, will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things which it later finds unreasonable but which were allowed at the time.

Encounter 4

Trained riding dog (200 gp; -, uncommon), This trained riding dog was purchased while the PC was on a quest for Spyder. Statistics for the dog are per a riding dog in the *Monster Manual* (page 196) and it has been trained for war and thus has the Trip feat.

Encounter 4

25 halfling skiprocks (75 gp, 6 lbs., granite, common): Full details of these skiprocks can be found in the *Sword and Fist* guidebook (pages 71, 74).

Encounter 7

200 gp

Encounter 8

Masterwork silver-headed kama (320 gp, 2 lbs., silver and steel, common)

Conclusion

6 potions of cure light wounds (50 gp, -, liquid and glass, common): This potion, cast at 1st level, is in a ceramic container that has a series of webs drawn upon it.

APPENDIX 1: EARTH DRAGON CULTISTS

The cultists wear brown robes and carry kamas as their weapons except for Nazar who carries no weapon. Eindrini and Sigurd are both blonde with blue eyes and could pass for brothers. Maroof has brown hair and eyes making him very nondescript. Nazar has black hair and beard with brown eyes.

Tier 1 (EL 6)

➤ **Maroof, male human Mnk2:** Medium-size Humanoid (human); HD 2d8+2; hp 18; Init +6; Spd 30 ft.; AC 15 (touch 15, flat-footed 13); Atks +4 melee (1d6+1, kama) or +3 melee (1d6+1, unarmed); SA flurry of blows; AL LE; SV Fort +4, Ref +5, Will +6; Str 12, Dex 14, Con 12, Int 10, Wis 16, Cha 10.

Skills and Feats: Climb +3, Concentration +2, Hide +4, Knowledge (arcana) +5, Listen +5, Move Silently +4, Spot +8, Tumble +3; Deflect Arrows*, Improved Initiative, Improved Unarmed Strike*, Stunning Fist*, Weapon Focus (kama).

Possessions: wooden holy symbol of the Earth Dragon (hidden), *masterwork silver-headed kama*.

➤ **Eindrini, Sigurd, male human Mnk2 (2):** Medium-size Humanoid (human); HD 2d8+4; hp 20; Init +6 (Dex, Improved Initiative); Spd 30 ft.; AC 15 (touch 15, flat-footed 13); Atks +3 melee (1d6+1, kama) or +3 melee (1d6+1, unarmed); SA flurry of blows; AL LE; SV Fort +5, Ref +5, Will +6; Str 12, Dex 14, Con 14, Int 10, Wis 16, Cha 8.

Skills and Feats: Climb +3, Concentration +4, Hide +5, Listen +6, Move Silently +5, Spot +8, Tumble +4; Deflect Arrows*, Improved Initiative, Improved Unarmed Strike*, Stunning Fist*, Weapon Focus (kama).

Possessions: wooden holy symbol of the Earth Dragon (hidden), kama.

➤ **Nazar male human Clr2:** Medium-size Humanoid (5 ft. 8 in. tall); HD 2d8+2; hp 15; Init +2; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atks +1 melee (1d3 subdual, fist); AL LE; SV Fort +4, Ref +2, Will +6; Str 10, Dex 14, Con 12, Int 10, Wis 16, Cha 12.

Skills and Feats: Bluff +4, Concentration +3, Diplomacy +4, Spellcraft +2; Dodge, Improved Unarmed Strike.

Spells Prepared (4/3+1; base DC = 13 + spell level): 0-lvl—*create water, detect magic, detect poison, resistance*; 1st-lvl—*bane, cure light wounds, doom, magic stone**.

*Domain spell. *Domains:* [Law (Cast law spells at +1 caster level); Earth (Turn or destroy air creatures)].

Possessions: wooden holy symbol of the Earth Dragon (hidden).

Tier 2 (EL8)

➤ **Maroof, male human Mnk4:** Medium Humanoid (); HD 4d8+4; hp 30; Init +6 (Dex, Improved Initiative); Spd 40 ft.; AC 15 (Touch 15, Flat-footed 13); Atks +6 melee (1d6+1, kama) or +5 melee (1d8+1, unarmed); SA flurry of blows; SQ, still mind, slow fall (20 ft.); AL LE; SV Fort +5, Ref +6, Will +7; Str 12, Dex 14, Con 12, Int 10, Wis 17, Cha 10.

Skills and Feats: Climb +5, Concentration +4, Hide +4, Knowledge (arcana) +7, Listen +7, Move Silently +4, Spot +8, Tumble +3; Deflect Arrows*, Improved Initiative, Improved Unarmed Strike*, Lightning Fists (S&F), Stunning Fist*, Weapon Focus (kama).

Possessions: wooden holy symbol of the Earth Dragon (hidden), masterwork silver-headed kama.

➤ **Eindrini, Sigurd, male human Mnk4 (2):** Medium-size Humanoid (human); HD 4d8+8; hp 34; Init +6; Spd 40 ft.; AC 15 (Touch 15, Flat-footed 13); Atks +5 melee (1d6+1, kama) or +5 melee (1d8+1, unarmed); SA flurry of blows; SQ, still mind, slow fall (30 ft.); AL LE; SV Fort +6, Ref +6, Will +7; Str 12, Dex 14, Con 14, Int 10, Wis 17, Cha 8.

Skills and Feats: Climb +3, Concentration +4, Hide +7, Listen +6, Move Silently +7, Spot +10, Tumble +6; Deflect Arrows*, Improved Initiative, Improved Unarmed Strike*, Lightning Fists (S&F), Stunning Fist*, Weapon Focus (kama).

Possessions: wooden holy symbol of the Earth Dragon (hidden), kama.

➤ **Nazar male human Clr4:** Medium-size Humanoid (5 ft. 8 in. tall); HD 4d8+4; hp 27; Init +2 (Dex); Spd 30 ft.; AC 12 (Touch 12, Flat-footed 10); Atks +3 melee (1d3, unarmed); AL LE; SV Fort +5, Ref +5, Will +7; Str 10, Dex 14, Con 12, Int 10, Wis 17, Cha 12.

Skills and Feats: Bluff +6, Concentration +3, Diplomacy +6, Spellcraft +2; Dodge, Improved Unarmed Strike, Lightning Reflexes.

Spells Prepared (5/4+1/3+1; base DC = 13 + spell level): 0-lvl—*create water, detect magic, detect poison, light, resistance*; 1st-lvl—*bane, cure light wounds, cure light wounds, doom, magic stone**; 2nd-lvl—*calm emotions*, delay poison, knife spray (DoE), spiritual weapon*.

*Domain spell. *Domains:* [Law (Cast law spells at +1 caster level); Earth (Turn or destroy air creatures)].

Possessions: wooden holy symbol of the Earth Dragon (hidden).

Tier 3 (EL10)

➤ **Maroof, male human Mnk6:** Medium-size Humanoid (human); HD 6d8+6; hp 44; Init +6; Spd 50 ft.; AC 16 (Touch 16, Flat-footed 14); Atks +7/+4 melee (1d6+1, kama) or +6/+3 melee (1d8+1, unarmed); SA flurry of blows; SQ, still mind, slow fall (30 ft.), purity of body; AL LE; SV Fort +6, Ref +7, Will +8; Str 12, Dex 14, Con 12, Int 10, Wis 17, Cha 10.

Skills and Feats: Climb +5, Concentration +4, Hide +6, Knowledge (arcana) +9, Listen +7, Move Silently +6, Spot +10, Tumble +3; Deflect Arrows*, Dodge,

Improved Initiative, Improved Trip*, Improved Unarmed Strike*, Lightning Fists (S&F), Stunning Fist*, Weapon Focus (kama).

Possessions: wooden holy symbol of the Earth Dragon (hidden), masterwork silver-headed kama.

☛ **Eindrini, Sigurd, male human Mnk6** (2): Medium Humanoid (5 ft. 11 in. tall); HD 6d8+12; hp 48; Init +6; Spd 40 ft.; AC 15 (Touch 15, Flat-footed 13); Atks +6/+3 melee (1d6+1, kama) or +6/+3 melee (1d8+1, unarmed); SA flurry of blows; SQ, still mind, slow fall (30 ft.), purity of body; AL LE; SV Fort +7, Ref +7, Will +8; Str 12, Dex 14, Con 14, Int 10, Wis 17, Cha 8.

Skills and Feats: Climb +3, Concentration +8, Hide +8, Listen +6, Move Silently +8, Spot +10, Tumble +8; Deflect Arrows*, Dodge, Improved Initiative, Improved Unarmed Strike*, Lightning Fists (S&F), Stunning Fist*, Weapon Focus (kama).

Possessions: wooden holy symbol of the Earth Dragon (hidden), kama.

☛ **Nazar male human Clr6**: Medium-size Humanoid (5 ft. 8 in. tall); HD 6d8+6; hp 42; Init +2 (Dex); Spd 30 ft.; AC 12 (Touch 12, Flat-footed 10); Atks +3 melee (1d3, unarmed); AL LE; SV Fort +8, Ref +6, Will +8; Str 10, Dex 14, Con 12, Int 10, Wis 17, Cha 12.

Skills and Feats: Bluff +6, Concentration +5, Diplomacy +6, Spellcraft +4; Dodge, Great Fortitude, Improved Unarmed Strike, Lightning Reflexes.

Spells Prepared (5/4+1/4+1/3+1; base DC = 13 + spell level): 0-lvl—*create water, detect magic, detect poison, light, resistance*; 1st-lvl—*bane, cure light wounds, cure light wounds, doom, magic stone**; 2nd-lvl—*calm emotions*, delay poison, delay poison, knife spray (DoF), spiritual weapon*; 3rd-lvl—*bestow curse, magic circle against chaos*, magic vestment, sword stream (DoF)*.

*Domain spell. Domains: [Law (Cast law spells at +1 caster level); Earth (Turn or destroy air creatures)].

Equipment: wooden holy symbol of the Earth Dragon (hidden).

New Feat:

Lightning Fists [General]

Your skill and agility allow you to attempt a series of blindingly fast blows.

Prerequisites: Monk level 4th+, Dex 15+

Benefits: You can make two extra attacks in a round.

All attacks make this round suffer a –5 attack penalty. This feat requires the full attack action. You cannot use Lightning Fists and flurry of blows at the same time.

Source: This feat first appeared in *Sword and Fist: A Guidebook to Fighters and Monks*, and has been modified by official errata that can be found on the Wizards of the Coast Web site.

APPENDIX 2: ARANEA

Tier 1 (EL7)

T'gormar, male aranea Sor3: Medium-size Shapechanger; HD 3d8+3d4+12; hp 35; Init +6 (Dex, Improved Initiative); Spd 50 ft., climb 25 ft.; AC 13 (Touch 12, Flat-footed 11); Atks +6 melee (1d6 and poison), bite), +6 ranged (web); SA spells, web, poison; SQ alternate form; AL N; SV Fort +6, Ref +6, Will +7; Str 11, Dex 15, Con 14, Int 15, Wis 13, Cha 14.

Skills and Feats: Climb +14, Concentration +8, Craft (weaving) +8, Escape Artist +8, Jump +6, Knowledge (arcana) +8, Listen +3, Scry +8, Speak Language (Dwarven), Spellcraft +8, Spot +3, Wilderness Lore +3; Alertness, Improved Initiative, Iron Will, Run, Weapon Finesse (bite).

Spells Known (6/7/6/4; base DC = 12 + spell level): 0-lvl—*arcane mark, dancing lights, daze, detect magic, detect poison, ghost sound, resistance*; 1st-lvl—*color spray, expeditious retreat, mage armor, shield*; 2nd-lvl—*bull's strength, invisibility*; 3rd-lvl—*hold person*.

Equipment: battleaxe (only used in dwarf form).

Tier 2 (EL6)

T'gormar, male aranea Sor5: Medium-size Shapechanger; HD 3d8+5d4+16; hp 45; Init +6 (Dex, Improved Initiative); Spd 50 ft., climb 25 ft.; AC 13 (Touch 12, Flat-footed 11); Atks +7 melee (1d6 and poison), bite), +7 ranged (web); SA spells, web, poison; SQ alternate form; AL N; SV Fort +6, Ref +6, Will +8; Str 11, Dex 15, Con 14, Int 16, Wis 13, Cha 14.

Skills and Feats: Climb +14, Concentration +8, Craft (weaving) +8, Escape Artist +8, Jump +6, Knowledge (arcana) +11, Listen +3, Scry +11, Speak Language (Dwarven), Search +2, Spellcraft +11, Spot +3, Wilderness Lore +3; Alertness, Improved Initiative, Iron Will, Run, Weapon Finesse (bite).

Spells Known (6/7/7/6/3; base DC = 13 + spell level): 0-lvl—*arcane mark, dancing lights, daze, detect magic, detect poison, ghost sound, read magic, resistance*; 1st-lvl—*charm person, color spray, expeditious retreat, mage armor, shield*; 2nd-lvl—*bull's strength, invisibility, web*; 3rd-lvl—*hold person, suggestion*; 4th-lvl—*charm monster*.

Equipment: battleaxe (only used in dwarf form).

Tier 3 (EL8)

T'gormar, male aranea Sor7: Medium-size Shapechanger; HD 3d8+7d4+20; hp 55; Init +6 (Dex, Improved Initiative); Spd 50 ft., climb 25 ft.; AC 13 (Touch 12, Flat-footed 11); Atks +8 melee (1d6 and poison), bite), +8 ranged (web); SA spells, web, poison; SQ alternate form; AL N; SV Fort +7, Ref +7, Will +9; Str 11, Dex 15, Con 14, Int 16, Wis 13, Cha 14.

Skills and Feats: Climb +14, Concentration +8, Craft (weaving) +8, Escape Artist +8, Jump +6, Knowledge (arcana) +13, Listen +3, Scry +13, Speak

Language (Dwarven), Search +3, Spellcraft +13, Spot +3, Wilderness Lore +4; Alertness, Dodge, Improved Initiative, Iron Will, Run, Weapon Finesse (bite).

Spells Known (6/7/7/7/5/3; base DC = 13 + spell level): 0-lvl—*arcane mark, dancing lights, daze, detect magic, detect poison, ghost sound, ray of frost, read magic, resistance*; 1st-lvl—*charm person, color spray, expeditious retreat, mage armor, shield*; 2nd-lvl—*bull's strength, endurance, invisibility, web*; 3rd-lvl—*displacement, hold person, suggestion*; 4th-lvl—*charm monster, rainbow pattern*; 5th-lvl—*dominate person*.

Equipment: battleaxe (only used in dwarf form).

APPENDIX 3: OTHER NPCS

All Tiers

☞ **Bechir, male halfling Rog2/Ftr4/Slinger1:** Small Humanoid (3 ft. tall); HD 2d6+4d10+1d10+14; hp 54; Init +8 (Dex, Improved Initiative); Spd 30 ft.; AC 18 (Touch 15, Flat-footed 14); Atks +6/+1 melee (1d6, short sword), +11/+6 ranged (1d4, sling); SQ evasion, fast movement, favored enemy (goblins); AL NG; SV Fort +6, Ref +10, Will +1; Str 10, Dex 19, Con 14, Int 12, Wis 10, Cha 10.

Skills and Feats: Climb +1, Hide +9, Jump +10, Listen +5, Move Silently +9, Search +6, Speak Language (goblin, orc), Spot +7, Tumble +14, Wilderness Lore +5; Point Blank Shot, Precise Shot, Rapid Shot, Track, Weapon Focus (sling), Weapon Specialization (sling).

Possessions: studded leather armor, short sword, sling and 20 bullets, 25 halfling skiprocks.

Note: Please refer to Appendix 4 for information on the Halfling Slinger Prestige class.

All Tiers

☞ **Spyder male human Rog8/Sor6** Medium-size Humanoid (5 ft. 8 in. tall); HD 8d6+6d4+14; hp 80; Init +8 (Dex, Improved Initiative); Spd 30 ft.; AC 19 (Touch 14, Flatfoot 15); Atks +14/+6 melee (1d4+1 [crit 19–20], dagger); SA sneak attack +4d6; SQ Evasion, Uncanny Dodge; AL CN; SV Fort +5, Ref +12, Will +7; Str 10, Dex 19, Con 12, Int 14, Wis 10, Cha 12.

Skills & Feats: Alchemy +11, Balance +14, Decipher Script +12, Escape Artist +14, Forgery +12, Gather Information +11, Hide +14, Knowledge (Arcana) +11, Listen +10, Move Silently +14, Read Lips +12, Scry +11, Search +7, Spellcraft +11, Spot +5, Tumble +14; Alertness, Dodge, Improved Initiative, Mobility, Spring Attack, Weapon Finesse (dagger).

Spells (6/6/5/3): 0--dancing light, daze, detect magic, flare, ghost sounds, resistance; 1st--change self, charm person, nystul's undetectable aura, silent image; 2nd--alter self, invisibility; 3rd--displacement

Possessions: +5 bracers of armor, amulet of proof against detection and location, clock of the arachnida, dagger of venom.

APPENDIX 4: HALFLING SLINGER PRESTIGE CLASS

By: Daniel M. Perez

Halfling slingers form a specialized and autonomous scouting branch of the armed forces of the Principality of Ulek. More than just spies or scouts, the slingers are ferocious and intrepid individuals who undertake dangerous missions around and deep into enemy lines, seeking to uncover secret locations of Pomarj camps and supplies, enemy plans and possible refugees in the invaded eastern provinces. The slingers also serve as crack guerilla troops; moving with amazing speed and agility, slingers use their ranged attacks to devastating effects. Armed mainly with their slings, these halfling forces are capable of creating mass confusion and destruction in short periods of time, using techniques developed to take full advantage of their racial assets.

Most slingers are barbarians, rogues, rangers, druids and monks; their innate skills in stealth and wilderness knowledge make them perfect candidates for the ranks of the specialized slingers, although bards, clerics (especially those of Ehlonna and Obad-Hai), fighters, wizards and sorcerers could serve very well in the ranks of the slingers. Currently there are no paladins in the ranks of the slingers, though there is certainly no ban on holy warriors joining.

NPC halfling slingers met on the road are either in active service or enjoying a short leave of no more than a month. They are found mostly near the borders of the invaded eastern provinces, in particular in the city of Thunderstrike, or in other major cities, such as Gryrax and Havenhill, where there is a strong army presence. There they are found divided into their own units of five to eight slingers, answerable only to the highest commander present. Slingers may also be found out in the wilderness, honing their skills, searching for enemy activity or, in the odd occasion, enjoying the relative quiet before the coming storm.

Hit Die: d10.

Requirements:

Race: Halfling

Base Attack Bonus: +5

Weapon Proficiency: Sling

Feats: Weapon Focus (Sling), Track

Languages: Must speak either Orc or Goblin

Hide: 5 ranks

Move Silently: 5 ranks

Wilderness Lore: 5 ranks

Special: In addition, a candidate must have fought and defeated one enemy from the Pomarj using only the sling as a weapon. She must then find a halfling slinger to train under.

Class Skills:

The slinger's class skills (and the key ability for each skill) are Climb (Str), Hide (Dex), Intuit Direction (Wis), Jump (Str), Listen (Wis), Move Silently (Dex),

Search (Int), Spot (Wis), Swim (Str), Tumble (Dex), and Wilderness Lore (Wis). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the halfling slinger prestige class.

Weapon and Armor Proficiency. A slinger choice of weapons and armors reflect her role as a fast and stealthy scout who needs to be as light as possible. Slingers are proficient with all simple weapons, and the short sword. Slingers are also proficient with light armor but not with shields. Note that armor check penalties for armor heavier than leather apply to the skills Climb, Hide, Jump, Move Silently and Tumble, and that carrying heavy gear imposes a check penalty on Swim checks.

Fast Movement. Due to their rigorous training, slingers can move faster than most members of their race. Slingers add +10 feet to their base movement. This bonus does not stack with a barbarian's fast movement. This is an extraordinary ability.

Favored Enemy. Halfling slingers train extensively in order to be able to defeat the forces of the Pomarj. As such, they have developed specific techniques in order to gain as much possible advantage over their foes. At 1st level, a slinger may select a type of creature normally found in the Pomarj as a favored enemy. A slinger may select a favored enemy from the following list: bugbear, gnolls, goblins, hobgoblins, kobolds, ogres and orcs. The slinger gains a +1 bonus to Bluff, Listen, Sense Motive, Spot and Wilderness Lore checks against this type of creature. Likewise, she gains a +1 weapon damage roll bonus with a sling against this type of creature, but only against targets within 30 feet (a slinger cannot strike with deadly accuracy if the target is further away). At 6th level a slinger may select a new favored enemy creature type. Note that unlike a ranger's bonus, a slinger's favored enemy bonus does not increase further than the base bonus described. This bonus does not stack with a ranger's favored enemy bonus, and the same creature type may not be chosen twice. This is an extraordinary ability.

Slinger Stones. Slingers have developed ways to improve the offensive capabilities of their weapon of choice in various ways by producing specialized missiles and techniques. Upon reaching a particular level, a slinger is taught the secrets of each of these particular missiles or special techniques.

Heavy Stone – At 2nd level a slinger is taught how to create these by using a river stone that is then hollowed

out and filled with lead. These stones deal a bigger amount of damage when compared to regular stones or bullets. A *heavy stone* deals 1d4+3 damage. Each stone prepared cost 1gp and weights 1/10 of a pound.

Explosive Stone – At 4th level a slinger is taught how to create a paste made of a combination of powdered stones and herbs which, when applied as a coat to a sling stone, turns the mundane missile into a mini explosive. Roll to hit as normal; an *Explosive Stone* deals regular sling stone damage. Also, whether an *explosive stone* strikes its target or not (in which case it deviates 1d6 feet in a random direction), it explodes upon contact into a 5-foot radius ball of fire. Anyone caught in the blast area takes 1d6+2 points of fire damage. Note that flammable materials caught in the blast area will ignite. A Ref save negates only is an *explosive stone* missed its mark and deviated; if the attack roll was successful, no save is allowed. An *explosive stone* may not be combined with a *heavy stone*. Each stone prepared cost 5gp and weights 1/10 of a pound.

Hail of Stones – At 8th level a slinger may fire more than one stone from her sling in a single attack, up to a maximum of 5 stones. For every stone fired above the first, a slinger incurs a penalty to her attack roll. All stones are fired against the same target and they either all hit, each dealing normal damage, or they all miss. This is an extraordinary ability.

# of stones	Attack Penalty
2	-1
3	-2
4	-3
5	-4

Unerring Stone – At 10th level a slinger learns the most powerful technique developed. By doing nothing and concentrating for a full round, a slinger can determine without error the best way to strike with her weapon. Her next single attack roll with the sling gains a +40 insight bonus. In addition, this attack is not affected by the miss chance that applies to attacks against a concealed target. This technique may be used with a *heavy stone* or an *explosive stone* but not with *hail of stones*. This is a supernatural ability.

Sling Attack Bonus In addition to their regular base attack bonus, at 3rd, 5th, 7th and 9th level a slinger gains an extra +1 attack bonus to attacks made with the sling only. This is an extraordinary ability.

Weapon Specialization: At 5th level a slinger gains the Weapon Specialization (Sling) feat. This bonus does not stack with a fighter's weapon specialization.

Special Rules

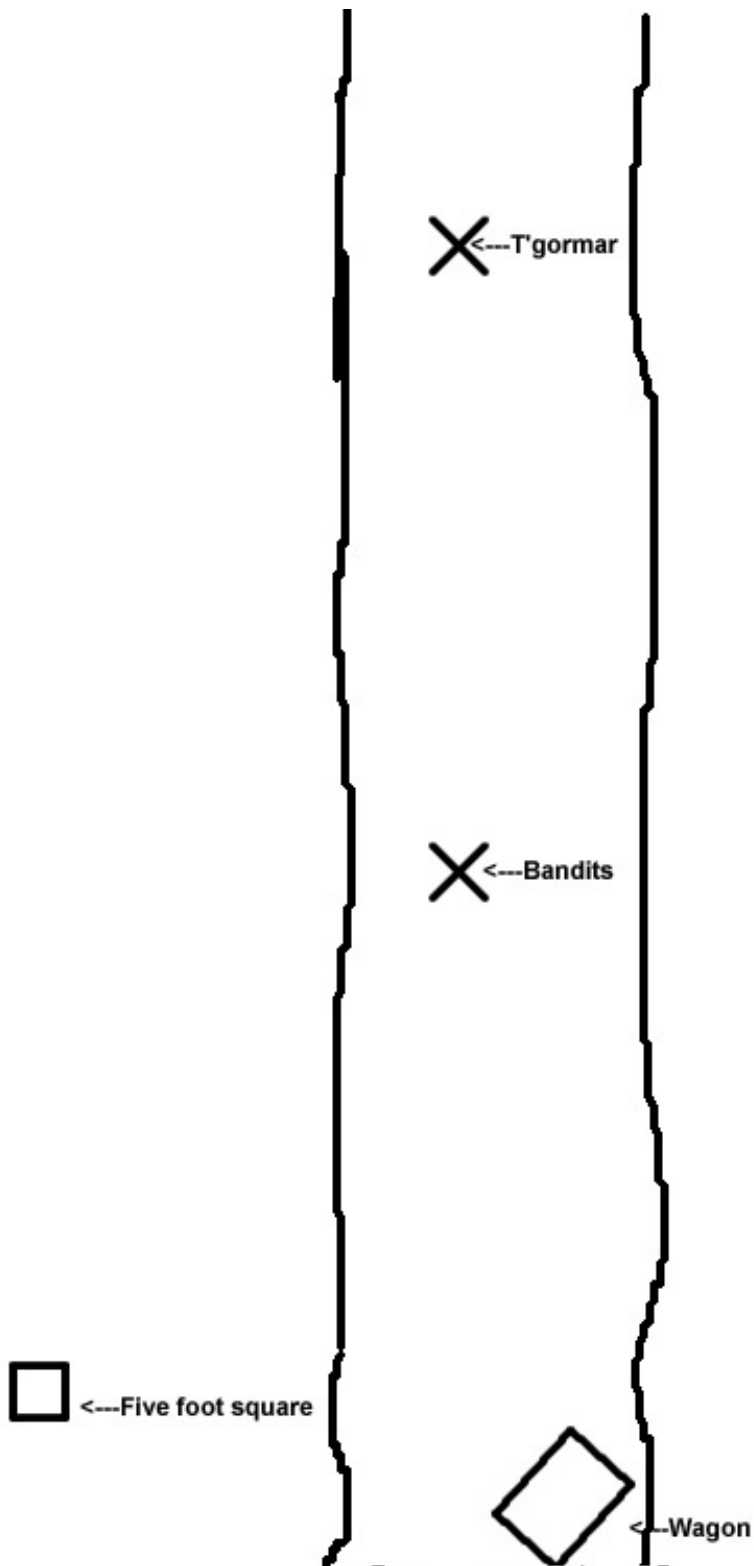
Time Units: Once requirements are met, a halfling slinger must deduct 5 Time Units for initial training and first tour of duty. Every subsequent year, a slinger must deduct 4 Time

Units for a tour of duty. Tours of duty are time spent serving the prince's army as scouts, spies or undertaking missions into the eastern provinces. In addition, every new level gained in the halfling slinger prestige class costs 1 Time Unit, spent training under a higher-level slinger honing their skills and learning new techniques.

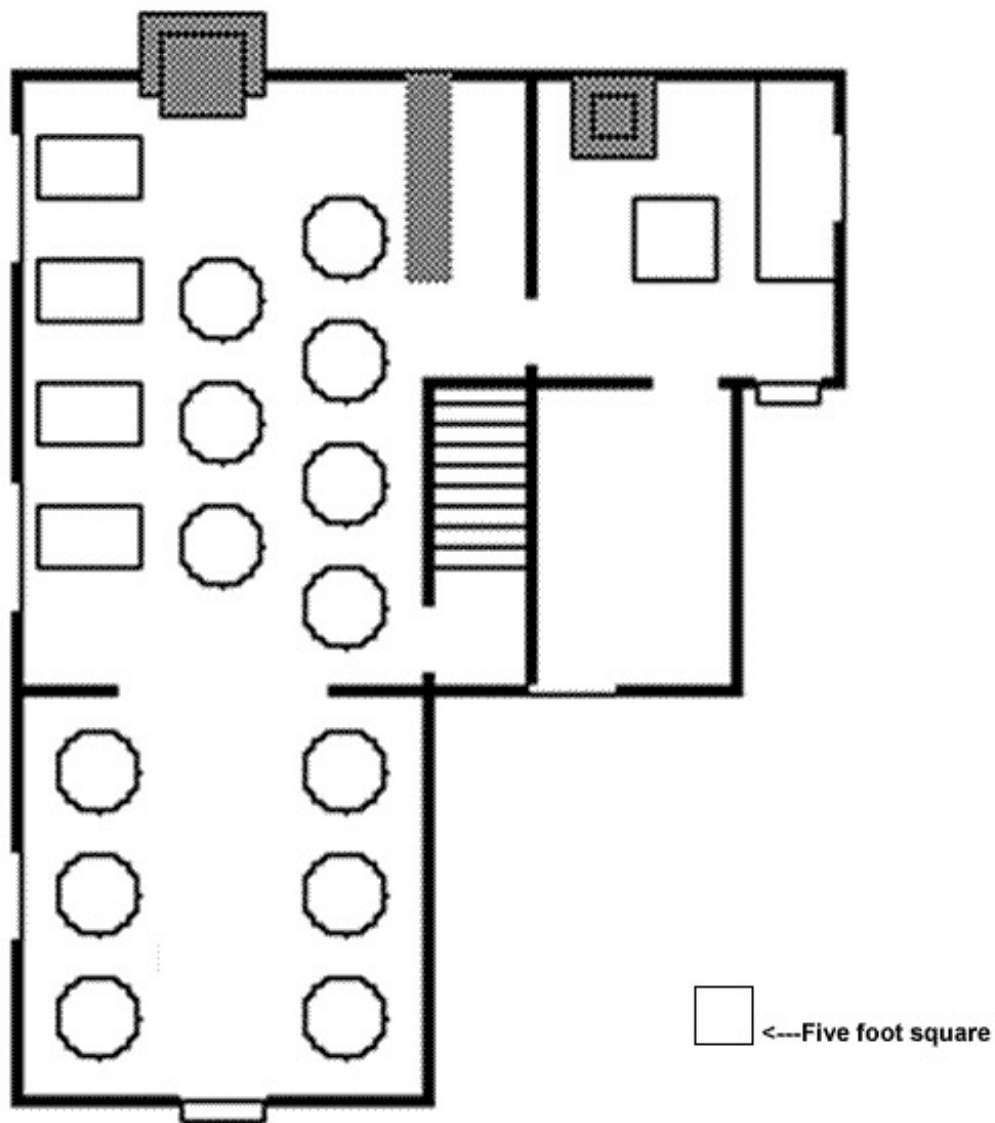
Table 1: Halfling Slinger Advancement

Class Level	Base Bonus	Attack	Fort Save	Ref Save	Will Save	Special
1 st	+1		+0	+2	+0	Fast Movement, Favored Enemy
2 nd	+2		+0	+3	+0	Heavy Stone
3 rd	+3		+1	+3	+1	Sling Attack Bonus +1
4 th	+4		+1	+4	+1	Explosive Stone
5 th	+5		+1	+4	+1	Sling Attack Bonus +2, Weapon
6 th	+6		+2	+5	+2	Favored Enemy
7 th	+7		+2	+5	+2	Sling Attack Bonus +3
8 th	+8		+2	+6	+2	Hail of Stones
9 th	+9		+3	+6	+3	Sling Attack Bonus +4
10 th	+10		+3	+7	+3	Unerring Stone

DM AID 1 (MAP 1: BANDIT ATTACK)



DM AID 2 (MAP 2: TAVERN MAP)



STORY SUMMARY

FOR USE AT WEEKEND IN THE PRINCIPALITY OF ULEK #1.

Please fill out the following and return to Christopher Reed at 6245 Westgate Drive; Apartment #1905; Orlando, FL 32835.

Did the PCs help T'gormar defeat the cultists? YES NO

Did the PCs keep Olya alive? YES NO

Did T'gormar live? YES NO

Did the PCs learn about the mercenary's that became the bandits? YES NO

Which PC received the trained riding dog?

Real Name:

PC Name:

RPGA #:

Which PC received the masterwork silver-headed kama?

Real Name:

PC Name:

RPGA #:
